Weekly Meeting Highlights

Expectations

Meetings
- Usual meeting time and place will be Tuesdays at 5pm in Maverick conference room.
- Each member will be expected to be present at the meeting.
- Team member should notify the meeting facilitator if there is a schedule conflict.
- Every other meeting, each team member will be expected to demo the current progress of their tasks.
- Each meeting will have a discussion as to what to present to our advisor and client during our weekling Friday at 12pm meetings

Planning
- Trello will be the primary record of task delegation and progress.
- Planning will be the focus of the meetings that will not have demos; this will include:
  - Delegating and assigning tasks on Trello.
  - Making sure that Trello is up to date.
  - Establishing timelines and due dates for tasks.
- Notify meeting facilitator to add Trello cards as needed.

Demo Expectations
- Each team member will be expected to demo the current progress of their tasks.
- Some tasks will be expected to require more time than others.
- It is important that each team member is transparent about the progress of their tasks.
  - Due to the modular nature of the project, certain tasks may be reliant on the completion of others.
  - It is encouraged for a team member to ask for help on a task as it is needed.
  - Do more research on the topic if a task is difficult to approach and share the findings.

Project Plan

Sections of the project plan that will be needed to be completed followed by the team member to complete the task:
- Problem Statement - Tom
- Project Deliverables and Specifications - Justin
- Previous Work / Literature Review - Caleb
- Proposed Design / System / Solutions - Team
- Assessment of Proposed Solution - Team
- Validation and Acceptance Test - Dan

- Project Timeline - Justin
- Challenges: Risks / Feasibility Assessment, Cost Considerations - Chandler
- Standards - Chandler
- Test Plan - Dan
- Conclusions - Team
- Use Case Diagram - Caleb
- Block Diagram - Will

The sections noted to be completed by Team will be addressed during our next meeting. Each team member was tasked to come up with a detailed design that will be discussed and narrowed down to the team's proposed design.

Design Brainstorming

The brainstorming session in the advisor/client meeting yielded the following possibilities:
- Looper
  - Loops playback recorded on start and stop
  - Loops backwards
  - Maintains time
- Super Tube Amp
  - Replicates distortion effect electronically
  - Combines tube and digital amp
- Special Effects Recommendation Software
  - Iterates through many combinations of effects on sounds and identifies possible good combinations
  - Could utilize machine learning
- Effect Stacking
  - Interconnect several pedals
  - Change order of pedals

The team decided to focus on combining the looper and effect stacking device and possibly elaborate on the recommendation software later on in the project.

- Stand alone hardware - doesn't need any other equipment to function other than an audio source
- Takes audio input as ¼, 3.5mm, XLR, etc..
- Has output for audio
- Has stop pedals for start and stop of looper function
- Possibly use Raspberry Pi as controller
- Display on device for monitoring bpm, effect levels, current loops
- Dynamic, programmable knobs for controlling effect levels
- Controlled through app on phone, connected through bluetooth